

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-34. (Cancelled)

35. (New) A method of playing a progressive game with a progressive-game payoff that is funded by a percentage of player-input wagers, comprising:

conducting a wagering game at a gaming terminal;

achieving a progressive game entry award at said gaming terminal;

activating said progressive game in response to achieving said progressive game entry award;

displaying a plurality of player-selectable game elements during said progressive game;

selecting, via player inputs, at least one of said plurality of player-selectable game elements, said selecting includes sequentially selecting said player-selectable game elements; and

awarding said progressive game payoff in response to said player selecting a certain set of said player-selectable game elements.

36. (New) The method of claim 35, wherein said player-selectable game elements including a continue-game element that allows for the continuation of said progressive game and a stop-game element that stops said progressive game.

37. (New) The method of claim 36, wherein said sequentially selecting one of said continue-game elements increases said progressive game payoff.
38. (New) The method of claim 36, wherein said progressive game includes first and second progressive game payoffs, said second progressive game payoff being higher than said first progressive game payoff, selecting a predetermined number of said continue-game elements allows said player to achieve said second progressive game payoff.
39. (New) The method of claim 36, wherein said progressive game includes first and second progressive game payoffs, said second progressive game payoff being higher than said first progressive game payoff, said continue-game elements including level-increasing elements, selecting a predetermined number of said level-increasing elements allows a player to achieve said second progressive game payoff.
40. (New) The method of claim 35, wherein said achieving said progressive game entry award includes selecting from a plurality of progressive game qualifying items, at least one of said plurality of progressive game qualifying items permitting entry to said progressive game.
41. (New) The method of claim 40, wherein said progressive game qualifying items are video envelopes that are selectable by a player at said gaming terminal, said at least one of said plurality of progressive game qualifying items including an invitation therein that is displayed in

response to said player selecting said at least one of said plurality of progressive game qualifying items.

42. (New) The method of claim 35, wherein said progressive game includes first and second progressive game payoffs, said first and second progressive game payoffs being displayed on signage located above said gaming terminal.

43. (New) The method of claim 35, wherein said steps of conducting, achieving, activating, and displaying are performed by a CPU internal to said gaming terminal.

44. (New) A method of playing a progressive game at a gaming terminal, said progressive game having a first progressive game payoff and a second progressive game payoff that are funded by a percentage of player-input wagers, comprising:

receiving, from said gaming terminal, at least one player input during said progressive game;

in response to said receiving said player inputs, determining whether said player input achieves said first progressive game payoff or said second progressive game payoff, said second progressive game payoff being greater than said first progressive game payoff, a first selection of player inputs yielding said first progressive game payoff and a second selection of player inputs yielding said second progressive game payoff; and

awarding to said player a corresponding one of said first and second progressive game payoffs.

45. (New) The method of claim 44, wherein said at least one player input includes a plurality of sequential player inputs.

46. (New) The method of claim 44, wherein said gaming terminal includes a display, said display for displaying a plurality of player-selectable game elements, said at least one player input corresponding to one of said plurality of player-selectable game elements.

47. (New) The method of claim 46, wherein said receiving includes activating a touch screen positioned over said one of said plurality of player-selectable game elements.

48. (New) The method of claim 44, wherein said gaming terminal is one of a plurality of gaming terminals connected to signage for displaying said first and second progressive game payoffs, each of said plurality of gaming terminals competing for said first and second progressive game payoffs.

49. (New) The method of claim 44, further including prior to said step of receiving, conducting a progressive game qualifying round for determining whether a player at said gaming terminal is permitted to enter said progressive game and play for said first and second progressive game payoffs.

50. (New) The method of claim 49, wherein said progressive game qualifying round including selecting, at said gaming terminal, one of a plurality of progressive game qualifying items, at least one of said progressive game qualifying items including a progressive game qualifying award for allowing said player at said gaming terminal to enter said progressive game.

51. (New) The method of claim 49, wherein said qualifying round yields a higher probability of entry into said progressive game in response to higher amounts being wagered in a basic game at said gaming terminal.

52. (New) The method of claim 44, wherein said determining is performed by a CPU internal to said gaming terminal.

53. (New) The method of claim 44, wherein said determining is performed by a CPU external to said gaming terminal.

54. (New) A method of playing a progressive game with a progressive game payoff that is funded by a percentage of player-input wagers, comprising:

simultaneously displaying a plurality of player-selectable elements corresponding to a plurality of possible player-selectable inputs;

receiving one of said plurality of player-selectable inputs, said plurality of player-selectable inputs including a stop-game input and a continue-game input;

in response to receiving said continue-game input, allowing a player to continue said progressive game;

in response to receiving said stop-game input, ending said progressive game.

55. (New) The method of claim 54, wherein in response to receiving said continue-game input, providing said player with an award.

56. (New) The method of claim 54, wherein said progressive game payoff has multiple payoff amounts, said awarding including providing a higher payoff in response to a predetermined number of continue-game inputs being received.

57. (New) The method of claim 54, wherein said steps of allowing and ending are performed by a CPU located remotely from said gaming terminal, said CPU controlling the operation of said progressive game.

58. (New) The method of claim 57, wherein said remote CPU is located in signage adjacent to said gaming terminal, said signage displaying said progressive game payoff.

59. (New) A gaming terminal capable of playing a progressive game that is triggered during or after a wagering game being played at said gaming terminal, said progressive game having a first progressive game payoff and a second progressive game payoff that are funded by a percentage of player-input wagers, said gaming terminal comprising:

an input device for receiving inputs from a player during said wagering game, said inputs including a wager amount;

a display for displaying a randomly selected outcome of said wagering game in response to receiving said wager amount from said player; and

wherein, in response to said progressive game being triggered, said display displaying a plurality of player-selectable game elements, said progressive game awarding said first progressive game payoff or said second progressive game payoff based on a selection by said player of said player-selectable game elements.

60. (New) The gaming terminal of claim 59, wherein said input device includes a touch screen overlying said display, said touch screen providing for said selection of said player-selectable game elements.

61. (New) The gaming terminal of claim 59, wherein said player-selectable game elements are presents that, if selected, are opened to reveal an outcome.

62. (New) The gaming terminal of claim 59, wherein said player-selectable game elements include at least one continue-game element and at least one stop-game element, said selecting continues until said stop-game element is selected.

63. (New) The gaming terminal of claim 62, wherein said continue-game elements include level-increasing elements, said selection of a predetermined number of said continue-game elements providing for said progressive game to be at a higher level so as to possibly award said second progressive game payoff.

64. (New) The gaming terminal of claim 62, wherein said continue-game elements include a credit element, said credit element providing said player of said progressive game with a credit award.

65. (New) The gaming terminal of claim 59, further including a local CPU determining said randomly selected outcome.

66. (New) The gaming terminal of claim 59, further including a connection port for coupling said gaming terminal to signage located adjacent to said gaming terminal for displaying a progressive game payoff.

67. (New) A gaming terminal for playing a progressive game, said progressive game having at least one payoff that is funded by a percentage of player-input wagers, said gaming terminal comprising:

a connection port for coupling said gaming terminal to signage located adjacent to said gaming terminal for displaying at least one payoff amount for said progressive game;

a display for simultaneously displaying a plurality of player-selectable game elements;

and

an input device for receiving sequential inputs from said player corresponding to selected ones of said plurality of player-selectable game elements, said selected ones of said plurality of player-selectable game elements determining a payoff amount for said progressive game.

68. (New) The gaming terminal of claim 67, wherein said signage is coupled to a plurality of gaming terminals competing in said progressive game.

69. (New) A method of playing a progressive game at a gaming terminal, said progressive game having a first progressive game payoff and a second progressive game payoff that are funded by a percentage of player-input wagers, comprising:

receiving, at said gaming terminal, a wager input from said player during a basic-wagering game;

in response to said player achieving a start-progressive outcome in said basic-wagering game, initiating a progressive game in which said player is eligible to win said first progressive game payoff and said second progressive game regardless of an amount of said wager input from said player; and

awarding to said player a corresponding one of said first and second progressive game payoffs based on a player selection made during said progressive-game.